

New York City  
College of Technology  
The City University of New York  
Communication Design Department

COMD 1231 | FALL 2017  
Figure Drawing  
Friday, 12:00–3:50PM  
N1121  
Section | 2 credits, 4 hours

Professor Sara Woolley Gómez  
SJWoolley@citytech.cuny.edu  
Class Site:  
[https://openlab.citytech.cuny.edu/  
woolley-comd1231fa17/](https://openlab.citytech.cuny.edu/woolley-comd1231fa17/)  
Office Hours:  
Tues: 10-11am  
Thurs: 10-11am

#### Course Overview

This advanced drawing course develops visual awareness of the human figure. Sensitivity to line, volume, light and shade is explored and their translations from observation into drawings. Focus will be placed on proportion and human anatomy. Communication designers use the concepts developed in this course in disciplines such as advertising, graphic design, illustration, broadcast design, animation and photography.

2 Credits, 4 Hours (1 lecture, 3 lab) COMD1103, ENG 092R (ESOL 032R) and/or ENG 092W (ESOL 031W) as required.

Attendance (College) and Lateness (Department) Policies Attendance is taken and is important to success in this class. Students arriving 15 minutes after the class start time will be marked "late." Two "lates" equals one absence. If a student's class absences or equivalent absences are excessive, the instructor will alert the student that he or she may be in danger of not meeting the course objectives and earning a grade of "F".

#### Academic Integrity Standards

Students and all others who work with information, ideas, texts, images, music, inventions, and other intellectual property owe their audience and sources accuracy and honesty in using, crediting, and citing sources. As a community of intellectual and professional workers, the College recognizes its responsibility for providing instruction in information literacy and academic integrity, offering models of good practice, and responding vigilantly and appropriately to infractions of academic integrity. Accordingly, academic dishonesty is prohibited in The City University of New York and at New York City College of Technology and is punishable by penalties, including failing grades, suspension, and expulsion.

#### Academic Integrity Expectations

You are responsible for reading, understanding and abiding by the NYC College of Technology Student Handbook, "Student Rights & Responsibilities," section "Academic Integrity Standards." Academic dishonesty of any type, including cheating and plagiarism is unacceptable. "Cheating" is misrepresenting another student's efforts/work as your own. "Plagiarism" is the representation of another person's work, words or concepts as your own.

#### Teaching/Learning Method

- Studio Sessions Drawing from Live Model
- Drawing Demonstrations
- Notebook/Sketchbook
- Handouts/ OPENLAB resources
- Lectures/Assignments



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#### In-Class Structure/ Timeline

- Individual Sketchbook Drawing Warm Up
- Homework Critique by peers and instructor
- Go over new in-class lesson, demo
- Work in class
- Explain new assignments & homework

#### Grading System

- |  |     |
|--|-----|
| • Participation (in class and online)        | 10% |
| • Sketchbook & Drawings Reviewed at Midterm* | 25% |
| • Final Project                              | 20% |
| • Final Sketchbook                           | 20% |
| • Student Drawings & Portfolio Review**      | 25% |

\*Students are required to keep a portfolio of their class work and homework, with dates and assignment noted on the back of drawings

\*Students Select 5-6 best Drawings and 1 Early semester Drawing. Students are required to keep a sketchbook/notebook of their class work. Homework will assigned in both the sketchbook and in the form of completing large finished drawings (18"x24").

ASSIGNMENTS: Projects given as Homework Assignments are due at the beginning of class and must be hung up for critique upon arrival ; otherwise they are considered late.

- There will be no make-ups for those who miss any Classes, Quizzes, or the Final project.
- ANY MISSED ASSIGNMENTS WILL EARN A ZERO. Assignments received after the deadline will drop a grade at the end of the class. After that time period, any late assignment will earn a zero.
- A final portfolio of all projects will be handed in with the final project at the end of the semester. Students have the option to revisit earlier projects and revise them based on original comments.
- If a student finds they will not be able to present or hand in a project on the scheduled day, it is their responsibility to notify the instructor PRIOR to the due date and request alternate arrangements. Points will be deducted for late assignments and missed critiques.

TERMINOLOGY: proper terms for drawing concepts, tools, and techniques will be emphasized. They must be utilized when discussing and critiquing work. There will be quizzes on proper technique and terminology.

PRESENTATION: Appearances matter. Work should be presented neatly and with care.



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Extra Credit:  
There will be opportunities for Extra Credit to be earned through: class trips or attending lectures from guest speakers. Proof of attendance and an additional assignment will be required.

Resources:  
City Tech is in the heart of one of the most vibrant art communities in the world. As such there are numerous additional resources for students to take advantage of to practice and improve their skills. A Full Resource list is available on the Class Site.

#### Labs

You are expected to work on sketchbooks and assignments for at least FOUR hours a week outside of class. You will find that assignments will take a lot more than that to be successful. Students are required to utilize outside of class Life-Drawing Opportunities listed on the Class Site Resources section.

#### Critiques

Each student will present his/her work weekly for critique using appropriate design vocabulary. The critique is a neutral dialogue. Students will present their work and discuss the strengths and weaknesses, expressing what works and what doesn't work in relation to the assignment guidelines. Peer responses will be given. No personal likes or dislikes are discussed without elaborating the "why" of it. Design-specific terminology should be used at all times.

#### Communication

Communication is at the heart of everything you do as a creative professional. Whether you go on to become a designer, illustrator, art director, game designer, or any one of the numerous careers that the COMD department is preparing you for, your number one goal is to communicate, and to do it visually. To be able to communicate visually you also need to be able to communicate verbally. One of the most important and overlooked skills in our industry is to be able to express yourself clearly so that other people understand what you are saying. With that in mind you should always try to express yourself as clearly as possible in this (and all) of your classes.

Within this class you are expected to communicate with your classmates and with your professor. If you are going to miss a class it is your responsibility to let the professor know. If you are sick and miss a class when an assignment is due you will get a zero unless you contact your professor. If you have a question or are confused about something COMMUNICATE! Ask a question, send an email. Ignorance is not an excuse.

#### Essentials For Class (NEVER COME WITHOUT YOUR TOOLS)

18 x 24" Newsprint Drawing Pad  
Black Conte Charcoal  
Red Sanguine Conte  
White Conte Charcoal  
Vine Charcoal  
Kneaded Eraser  
General 6B Charcoal Pencil (extra soft)  
Pencils (range of graphite pencils)  
Plastic Eraser  
Tracing Paper  
Masking Tape  
Several Sheets Grey Tinted Pastel and Charcoal Paper 19x25" single sheets (WEEK 5)  
Bulldog Clips (large Silver)  
Red Envelope Portfolio (for midterm and final portfolios)  
TRAVEL PORTFOLIO : (to carry supplies)  
SKETCHBOOK: at least 8.5 x11" HARDBOUND (NOT WIRE BOUND)

#### Required Text

Bridgman's Complete Guide to Drawing from Life



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#### Projected Schedule

August 25 | Week 1

Welcome to Figure Drawing!  
Introductions, Discuss Course Materials & Requirements  
Discussion of Quality of Line, Contour, Drawing from Observation vs. Formula, Sketchbook Practice  
Drawing and object in Site, Introduction to Human Proportions: Front Side & Back of a Person  
NEW: Assignment 1: Front Side and Back View of a Person 18 x 24 newsprint

Sept 1 | Week 2

Introduction to Human Anatomy/Skelton, Proportions Continue, Axis of Human Body, Introduction to Anatomical Landmarks, Movable Masses

DUE: Assignment 1

NEW: Assignment 2 : Front, Side and Back View of a Human Skeleton, Landmarks Labeled 18 x 24 newsprint

Sept 8 | Week 3

Balance, Rhythm, Line of Action, Gesture Drawing, Lines of Force, Contrapposto Pose

DUE: Assignment 2

NEW: Assignment 3 : 2 x 30 minute classes on LineofAction.com, CLASS MODE 18x24 newsprint,

Sept 15 | Week 4

Volume Drawing, Proportions of the Full Figure, Muscular Aspects Front and Back of Figure, Drawing Hands and Feet.

DUE: Assignment 3

NEW: Assignment 4

Sept 22| **NO CLASS**

Sept 29| **NO CLASS**

Oct 6 | Week 5

Proportion Continues: Front, Side, Back and 3/4 views of the Head

DUE: Assignment 4

NEW: Assignment 5

Oct 16 | Week 6

Light and Shade: Tonality studies of Human head, Facial Features and Perspective

DUE: Assignment 5

NEW: Assignment 6

Oct 20 | Week 7 : Light and Shade: Tonality studies of the Figure, Midterm Review

DUE: Assignment 6:

NEW: NONE - PRACTICE FOR YOUR MIDTERM!

\*This is a flexible schedule and is subject to change. I will give you as much advance notice as I can about any changes that will occur.

There will be a mandatory class trip.



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Oct 27 | Week 8 : Midterm

Nov 3 | Week 9  
Human Figure on Toned Paper considering Highlights and Shadows  
NEW: Assignment 7:

Nov 10 | Week 10  
The Human Figure on Site with Perspective and Scale  
DUE: Assignment 7  
NEW: Assignment 8:

Nov 17 | Week 11  
The Human Figure with objects in an Environment , Learning to consider composition and staging  
DUE: Assignment 8  
NEW: Assignment 9:

Nov 21\* | Week 12 \*Tuesday follows Friday Schedule  
Human Expression and Portraiture, Heads and Hands  
DUE: Assignment 9  
NEW: Assignment 10

Nov 24 | THANKSGIVING RECESS | **NO CLASS**

Dec 1 | Week 13  
Studio Session for Final Drawing  
DUE: Assignment 10  
DUE: Student Proposal of Final Project.  
NEW: NONE WORK ON YOUR FINAL PROJECT! Perpare Final Portfolio and Sketchbook

Dec 8 | Week 14 : Final Portfolio & Sketchbook Review  
Studio Session for Final Drawing  
DUE: Final Portfolio & Sketchbook  
NEW: NONE. WORK ON YOUR FINAL PROJECT!

Dec 15 | Week 15  
Presentations of Final Project Drawings Due

